

SJU

Stuart Urback
Full Stack UX Developer



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Projects

Giphy Run

Users can test their gif recognition skills to determine what gifs relate to search terms and what gifs don't! Pair programmed in 48 hours.

Tools - Angular, Postgres, Express RESTful API, JSON Web Tokens, Bulma, Heroku

Restaurant Rater

Restaurant management app which facilitates communication between restaurant management and patrons.

Tools - jQuery, Express/NodeJs, Postgres, Middleware, Authentication, Knex

Actor Battle

Compare/contrast movie-actor game. Uses jQuery to competitively compare actor's popularity based on the movies they've been in.

Tools - jQuery, TMDb API, Dragula, HTML/CSS

Skills

Javascript
Node/ExpressJS
jQuery
SCSS
HTML/CSS
Angular
Postgres
Dragula
Mongo
MochaJS
ChaiJS
Browserify
C#
Mongo
Sockets
Unity
React
Bootstrap

TDD
Rapid
Prototyping
Visualization
Game Design
UX Design
UX Research
Lean
Agile
PM
Responsive
Design
Pair
Programming

Unix/Command
Line
Git/Github
Heroku
Firebase
Adobe CS
Trello
Pivotal Tracker
Slack

Experience

Epic - Project Manager 2013 - 2015

Translated legacy general ledger mapping to improve automated reporting for financial operations of over \$1 billion in yearly claims which is expected to halve man hours required to track claims payments

Taught 30 person internal course on how to integrate design principles into project management and software development activities; recorded for viewing by Epic's Dutch and Dubai offices

Smilu - Game Design Intern 2012

Created 8 unique play styles for initial set of characters and ran playtests to improve replayability which estimated doubled average play time

Minnesota Zoo - Game Design Intern

Designed and tested games on SCVNGR platform for zoo visitors.
Presented results to zoo management and proposed recommendations for further digital growth

Education

Galvanize 2015

six month intensive building and deploying full stack applications

UI/UX Deep Dive Seminar with Universal Mind 2016

12 week seminar on UX research and design processes

Carleton College Bachelors of Art - History 2013

Bachelors of Arts in History, focus on game design

RISD Continuing Education 2013

continuing education course on visual/web design